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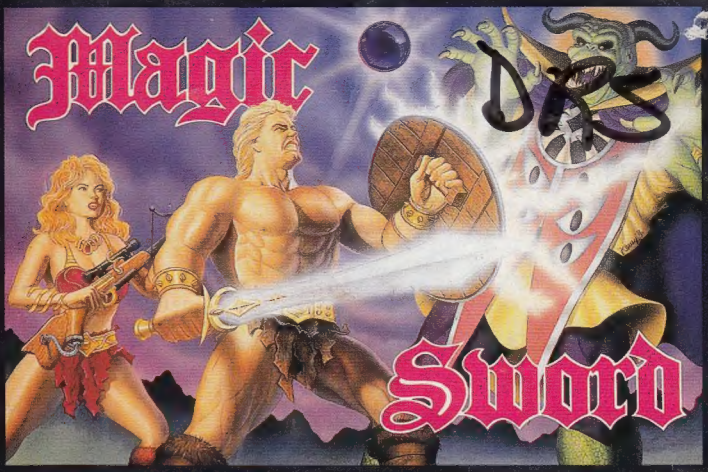

INSTRUCTION BOOKLET

SUPER NIN
ENTERTAINMEN

A special message from CAPCOM

Thank you for selecting the exciting and action-packed **Magic Sword**®. This is the newest edition in Capcom's library of 16-Bit Video Games. Following such hits as *Street Fighter II*, **Magic Sword**® continues the tradition of Capcom's Arcade Series® for the Super Nintendo Entertainment System.

Magic Sword® features exciting state-of-the-art high resolution graphics. We at Capcom are proud to bring you this thrilling new title in the latest, most sophisticated video game technology from Capcom.

Joe Morici
Vice President
CAPCOM USA, Inc.

THIS OFFICAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICAL NINTENDO SEAL OF QUALITY.

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SAFETY PRECAUTIONS

Follow the suggestions below to keep your Super NES Game Pak in top operating condition:

1. Always make sure the power is off before inserting or removing the Game Pak.

2. Don't try to take the Game Pak apart, or touch its terminal connectors.

3. Keep your Game Pak safe from direct sunlight and extreme hot or cold. Don't bend it, crush it, or get it wet. Store it in its protective package at room temperature when you're not using it.

4. If your Game Pak gets dusty, clean it with a soft, dry cloth. Never use thinners, solvents, benzene, alcohol, or other strong cleaning agents that can damage it.

5. For the best game play, sit 3 to 8 feet away from your television or monitor. Pause for 10 to 20 minutes after 2 hours of continuous play to extend the life of your Game Pak.

GETTING STARTED

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

1. Insert your Magic Sword Game Pak into your Super Nintendo Entertainment System.

2. Push the **Power** button on the console forward to turn your system on.

3. When the **Magic Sword Title Screen** appears, you may do one of the following:
   - — *View an Introduction* to the game by waiting a few moments, or
   - — *Start the Game* by pressing the **START** button on your Control Pad and continuing below, or
   - — *Select Game Options* which are described on the next page.

4. After pressing START, the Start Point Screen appears. Select the floor of the tower where you want to begin your quest:

   - — Press **UP** or **DOWN** on the Control Pad to select the starting floor, then
   - — Press the **START** button to begin play.

GAME OPTIONS

The **Option Screen** lets you change some of the game features. You can get to the Options Screen from the Title Screen:

1. There are two options on the Title Screen, START and OPTION. Press **DOWN** on the Control Pad to move the marker to OPTION and press the **START** button.
2. When the Option Screen appears:
   — Press **UP** or **DOWN** to highlight an option.
   — Press **LEFT** or **RIGHT** to cycle through the settings for that option.

Game Level. Sets your level of play. You can choose Easy, Normal, or Hard.

Control Pad. Changes the settings of the buttons that you use to ATTACK, JUMP, or do a SPECIAL thing like destroying all your enemies.

Music Test. Lets you listen to the various pieces of music. Press **LEFT** or **RIGHT** on the Control Pad to select a numbered music piece. Then press **START** to listen to it.

Sound Test. Lets you listen to the various sound effects. Press **LEFT** or **RIGHT** to select a numbered sound effect. Then press **START** to listen to it. (If you used Music Test first, you will hear the sounds with the music.)

Exit. Highlight this option and press **START** to return to the Title Screen.

IS THE SWORD'S MAGIC ENOUGH?

Oh, the shivering Kingdom of Zar is waiting for Mohun to free it from blackness. Once again, the sky darkens under evil's threat. The Black Orb has risen from its long slumber. It will not blink until it casts all of mankind under its fiendish eye.

The fearless warrior, Mohun, and his Magic Sword are the last hope of the Kingdom. At Drockmar Keep the dragon's tower glows red. Mohun has journeyed there on a quest to find the Black Orb and rid it of its command. You must guide him through each floor of the dreaded tower. You must help him find strong allies to fight unspeakable monsters and traps that lurk in its depths.

Slash open treasure chests and Mohun might discover magical items to help his quest. And, if you find the long-lost king's cane, Mohun's sword is charged with the wizard's extra powerful magic. But use wisdom! There are uncountable perils behind every stone.

Be brave. The Black Orb has been reawakened. Destroy it and bring light back to our world!

MOHUN TREADS WHERE DANGERS CREEP

TO DO THIS:	PRESS THIS:
Run to the right or left	Control Pad left or right
Stab, slash, or hurl weapons	Button **Y** (or the attack button you've set on the Option Screen).
Wipe out surrounding enemies	Button **X** (or the special button you've set on the Option Screen).
Jump or climb up	Button **B** (or the jump button you've set on the Option Screen).
Extra-high jump	Button **B** and **UP** at the same time.
Jump down	Button **B** and **DOWN** at the same time.
Duck or squat	**DOWN**
Open Doors	**UP**
Grab magical items or other things	Run over the item.

ALLIES IN THE QUEST

Unlock doors and Mohun's allies appear to help him brave the dark challenges of the Drockmar Keep. Touch them with Mohun and they will join the quest. But, be careful when opening doors!

Big Man is strong and has great endurance. His boomerang ax is powerful but slow.

Knight is incredibly adept with his spear and is your strongest ally. He is held in the upper level of the tower.

Ninja hurls two to five stars which rebound from walls and ceilings. Fast, but not so powerful.

Cleric is lacking in physical strength and speed, but his magical bullets can do grave damage to undead monsters.

Amazon fires her crossbow continuously. Her attack is swift but lacking in power.

Wizard shoots magic missiles. He has the most powerful attack, but is slow and not much to speak of physically.

Lizardman becomes an ally only when bribed with a diamond ring. He is a brute with great physical strength, speed, and attacking power.

Thief is able to locate hidden treasure chests and traps. His bomb packs quite a wallop, too.

Magical red hearts make allies more powerful by increasing their attack level. So, if Mohun uncovers a red heart, collect it!

STARTING THE JOURNEY

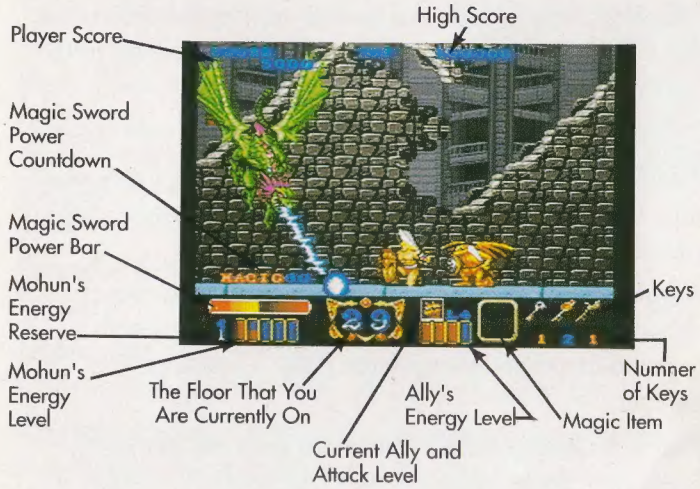
Gather your craft and strength for venturing into the tower. Mohun must fight and beguile his way to the 50th floor, where the Black Orb awaits. Move forward cautiously or boldly, however you dare.

Hack open treasure chests, pick up coins, magical items, armor, and new swords. Each sword is more powerful than the next. Use the right keys to open gold, sliver, or platinum locks on dungeon doors. Opening doors may lead you to another level of the tower, or reveal an ally. Keep your present ally, or pick up a new one by stopping and touching your new companion.

You can swing Mohun's Magic Sword any time, but it will only shoot a deadly bolt when its power is fully charged. Successfully destroy the Black Orb's cunning monsters, avoid his traps, and help Mohun make his way up the tower.

Collect as many points as you can to boost Mohun's vitality. But if Mohun is wounded, gets hit by a metal ball, or falls in a moat, he'll rapidly lose energy. His energy is also sapped each time he attacks. If he loses too much, his quest is doomed and the Kingdom of Zar is lost.

STAY ALERT OR PERISH



You'll need all your wits about you to get through the maze of the tower safely. Watch the bottom of the game screen to keep track of Mohun's energy reserve and energy level. The energy level of your allies is just as important. In fact, there are several things that you'll need to watch. They are shown above, and are described on the next page.

Watch the top of your game screen for your score.

GAME SCREEN

Player Score - How many points you've earned so far, by demolishing brutes and beasts and grabbing treasure.

High Score - The maximum points that you can score.

Sword Power Bar - Shows the Magic Sword energizing. Wait until it's fully charged (red/yellow) to shoot a deadly bolt.

Magic Sword Power Countdown - The timer which shows when the Magic Sword is empowered with a super destructive energy bolt. (See "Questing Tips" section.)

Player's Energy Level - If Mohun runs out of energy bars, he's dead. Monsters will sap Mohun's vitality if left to do the Black Orb's dirty work. His energy level is reduced each time you attack by pressing the **X** button.

Player's Energy Reserve - How many sets of energy bars Mohun has left. No reserve left is perilous!

Floor - What floor Mohun is on.

Current Ally - Mohun's current ally.

Ally's Energy Level - Your ally's energy level.

Magic Item - The magic item that Mohun is currently carrying.

Keys - The number of gold, silver, or platinum keys Mohun has left. You lose a key every time a door is opened. You must always keep your last gold, silver and platinum keys for your escape from the castle. The magician won't let you use your last ones, even if you try.

MAGICAL ITEMS

Treasure chests contain a booty of magic items. Creatures may drop them. They might tumble out of open doors. Mohun just might stumble over one.

King's Crown boosts Mohun's defensive power against ghouls and fiends.

Gauntlet raises Mohun's offensive power to strike at fiends.

Golden Pot contains the magic to help your allies recover from gashes, bites, and deadly blows.

Crystal Ball helps Mohun find hidden treasure boxes that might contain extra valuable loot.

Pendant helps you score double points for defeating monsters.

Magic Potion energizes the Magic Sword more quickly. The Sword Power Bar speeds up.

Diamond Ring attracts the Lizard Man to join Mohun in the quest. He becomes your ally.

Scroll causes the enemy to drop things more often when they are confronted.

QUESTING TIPS

— If Mohun picks up the king's cane, the Magic Sword power countdown will count down from 60. During this time, Mohun's sword is given extra energy. Let the sword's power bar charge fully to release a bolt of great energy.

— Using magic will deplete Mohun's energy, so make him eat a lot of food. But do not eat the poisonous mushroom. It will numb you.

— Search carefully for hidden treasure chests. Without the items that they conceal, Mohun doesn't stand a chance against the Black Orb.

— Learn which allies can help Mohun best against certain perils. Select your allies carefully.

— Choose an ally that is best suited for a certain level of the tower. Some levels may contain enemies that are vulnerable to a specific ally.

— On certain levels, try walking in the opposite direction from where you started. Or, walk past the door that will take Mohun to the next floor. You might find helpful items.

— Search for power ups to increase the attack level of your allies. But, beware! A certain item will also lower it.

QUESTING TIPS (cont.)

— If Mohun picks up a bell, he can use it to call another Lizard Man. But first he needs a diamond ring to make the Lizard Man his ally.

— Touching an enemy causes Mohun to drop his sword. It also makes him invisible for a certain amount of time. Use this time to pick up your sword, or get out of a tight jam.

— Search very carefully to find a hidden door that allows you to skip floors.

90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY
CAPCOM U.S.A., Inc. ("CAPCOM") warrants to original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:
1. DO NOT return your defective PAK to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling (408) 727-0400. Our Customer Service Department is in operation form 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Record this number on the outside packaging of your defective PAK and return it, freight prepaid, at your risk of damage, together with the sales slip or similar proof of purchase, within the 90-day warranty period to:

   CAPCOM U.S.A., Inc.
   Capcom Service Department
   3303 Scott Boulevard
   Santa Clara, CA 95054

This warranty shall not apply if the PAK had been damaged by negligence, accident, unreasonable use, modifications, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:
If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return it freight prepaid to CAPCOM, enclosing a check or money order for $15.00 payable to CAPCOM, U.S.A, Inc. CAPCOM will, at its option, and subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $15.00 payment refunded.

WARRANTY LIMITATIONS
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FORM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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